VINDICATOR

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IN THIS ISSUE...

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Vindicator Online

Good news, Web fans! Vindicator now has its very own Web page. Just point your favorite browser to:

http://www.millcomm.com/~forhan/vindicator.html

This page will act as an Internet supplement to the hard copy Vindicator journal. It includes summaries of current and upcoming issues, as well as bigger projects down the road and links to other Web gaming material, such as the *HeroQuest* Frequently Asked Questions (FAQ) page. Updates to the Vindicator Online pages will be announced in the rec.games.design and rec.games.board newsgroups. You can reach the maintainer of the Web page, Carl Forhan, by email at forhan@millcomm.com.

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EDITORIAL - Resurgence
by Michael Friend

It is my guarded opinion that, with the demise of Metagaming in the early '80s, the popularity of science fiction board games, at least among publishers, took a nose dive. Some people may disagree with this assessment but I would simply point to the reduced number of SF board games published in the past fourteen years, as compared to the virtual cornucopia produced before and during Metagaming's existence, to support my thesis. SF gaming itself is still popular, but it has shifted from board gaming to role playing and collectible card games.

I get the distinct impression that, without the guiding hand of Metagaming to lead the way, those companies that were routinely

producing SF board games back then either drastically cut their publishing schedules or stopped doing SF board games entirely and concentrated on other endeavors.

Task Force Games burst onto the scene in 1979 with four well-designed zip-locked games. These were followed by a larger selection of even more zip-locked SF games over the next couple years. But, except for a handful of boxed historical games, that was all they did. Now they are concentrating on producing multiple supplements for *Starfleet Battles* and their *Star Trek* RPG, as well as a redesigned and boxed upgrade of the *Starfire* system. No more small games.

Mayfair Games also started by publishing a handful of small SF & F zip-locked games, but that did not last long. Yes, they produced an occassional boxed game, like *DragonRiders of Pern* and *The Forever War*, but they soon began to concentrate on their railroad games and DC superheroes RPG to the exclusion of all else.

Even Steve Jackson Games, which began so promisingly by including small games in several issues of The Space Gamer, many of which were later reprinted as part of the Pocketbox Games line, long ago shifted their efforts to expand the *GURPS* RPG system as well as enter the CCG arena with the *Illuminati* card game. Is it just my imagination or have many of these companies, probably inspired by Metagaming's success to open their doors in the first place, long ago forgotten or ignored their humble beginnings by no longer offering the small, inexpensive games they started with?

In the mid '80s other companies contributed a small handful of boxed games. West End Games gave us the whimsical *Bug Eyed Monsters* and the more serious *Web and Starship*. FASA released the popular *Battletech*, which has become a miniatures phenomenon with piles of supplements. The Renegade Legion trilogy, *Interceptor*, *Centurion* and *Leviathan*,

has also developed a modest following.

One slick trick introduced at this time was the board game tie-in to RPGs. WEG published four board games related to their *Star Wars* RPG; *Escape From the Death Star*, *Battle for Endor*, *Assault on Hoth* and *Star Warriors*. GDW's *Traveller* had already started this trend back in the '70s, and they continued with *Star Cruiser* and the recent *Battle Rider* and *Brilliant Lances*. *Sky Galleons of Mars* was a tie-in for their *Space: 1889*. ICE also produced some tie-in board games for their *Space Master* RPG, *Star Strike* and *Armored Assault*. Though it's not necessary to own the RPGs in order to play these games, I question why they weren't produced as just stand-alone games. Instant name recognition, maybe?

Well-to-do gamers can afford to pay for these expensive boxed games, but what about those of us who are financially challenged? There may be some relief coming. A handful of small game companies have recently been producing some inexpensive games that are worthy of our attention. A couple years ago Pacific Rim released *Space Nazis From Hell* while Fat Messiah Games published *ShapeShifter*, *Last Frontier: The Vesuvius Incident* and *Insecta*. Sierra Madre Games has produced an SF game based on *Lords of the Sierra Madre* that is called *Rocket Flight*. Even GameFix/Competitive Edge has produced a couple SF games.

This resurgence of small SF games has partially inspired me to start publishing games. I plan to publish games of my own design as well as those from others, thus the inclusion of *Stellar Wars* in this issue. While the big companies continue to produce large, expensive boxed games, us little guys will cater to the rest of the hobby by releasing small, inexpensive games with lots of replay value. It worked for Metagaming and, if the interest is out there, it should work for us too.

Stellar Wars Expanded Designer Notes
by Timothy Swenson

HISTORY

Stellar Wars has a long history. Since I started playing wargames, I had always had various ideas of designing my own games. I had done a few initial designs in high school, but none ever went anywhere. A few friends from high school had a shared interest in space and we each designed our own worlds, races, and ships. We never actually gamed with our creations, although we probably would have if we had picked up a system.

In 1985 I started looking at space combat games. I had picked up *StarFire*, *Star Fleet Battles*, *Mayday* and others, but none fit the way that I felt that space combat should be gamed. So, I set out to design my own game, using various commercial games as a start. By the end of 1985 I had most of the game complete. Since I was in college, the game went on the shelf for a while.

After graduating in 1987, I worked on the game some more. At this point the design was about 95% complete. Going into the Air Force again put the game on the shelf. In 1989 I decided to really do something with the game. I tightened up the rules, added a few items and called the design finished. I had a local print shop run 100 copies of the game. I put up a notice on rec.games.board on USENET (a news service on the Internet) letting people know of the game and telling them that if they send me their address, I'll send them a copy of the game. I knew how hard it was to sell a game, so I just wanted to get it out. About 70 people responded and received the game. A few months later I made an electronic version of the game and posted it to rec.games.board. As far as I know, *Stellar Wars* was the first Freeware board game to be posted

on the Internet.

Between the print and electronic versions, I got some good responses. Some asked for clarifications on the rules, others pointed out problems with the design. These latter comments would become the core design changes for the second edition, but this would have to wait a few more years.

In 1993, I decided to work on a second edition and get it printed. A few rule modifications were made based on feedback I had recieved on the first edition.

BEFORE THE DESIGN

One of the first things I did in the design process was to find and read any books that discuss wargame design. I found two books, a magazine article, and a few other sources that discussed wargame design and marketing. Most of the reading focused on the marketing of the games and very little on how to actually design the game. The one book that discussed the detail of design was Game Design: Theory & Practice by Steve Jackson and Nick Schuessler. This became my bible for designing the game.

THE DESIGN

There are a number of key items that affected the design of *Stellar Wars*. Most are a few concepts of how I feel a game should be. Others were reached as I worked out the design and had to solve various problems that came up. There are four concepts that I had before I designed the game.

1. Playability vs Realism. There are a good chunk of wargamers who like to scream "realism" and hate games that are not good simulations. This is fine, but I feel that if a game is not enjoyable to play, why play it again. So I like to stress the

playability side. And with a space combat game, true realism would turn the game into one big mathematics exercise.

2. Miniatures vs Board Games. I've played both miniature rules and board games. I've enjoyed the speed and ease of movement in board games and I've enjoyed the few constraints of miniature rules. Board games can be too constrained in their scenarios, boards, and setup conditions. Miniatures set the rules for engagement of forces and you define the forces, the terrain, and the goal.

All of my game designs have been essentially miniature rules set to a hex board. I define the rules for combat and movement and that's it. The rest is up to the player.

3. Open-Ended vs Story Setting. Continuing with the above thought, I like to design my games to be open-ended in setting. Most board games define a setting in which the game is played. They give you a history of who the warring parties are and define the battles which make up the various scenarios. I prefer to write the rules for how the game is played and let the players define the setting. This allows the game to be used by people that have already designed their universe and need a system to game it.

4. Open-Ended in Units. I really liked games that allowed me to design my own units. Not only could I win by tactics, but also by designing good units. Designing units allows you to enjoy the game without having an opponent around. All of my games have unit design as an integral part of the game.

One of the biggest hurdles I had to get over in the design process was tactics. Most games were based on an objective defined in terms of a map. Capture this town, break through this line, etc. Movement is defined in terms of getting around obstacles between you and your objective. In space, like naval combat, there is no town to capture, there is no terrain to move around. It's one big empty playing field.

Given that, how would a space combat game be played? At the worst, the players would bring all ships within range of each other and have one big slugfest. The winner will be the one who gets the better die rolls. Where is the fun in that?

I had to put something in the design that would make the players want to move their ships. I did not want the rules of the game to dictate tactics, so the only thing I could do was to put sides on each ship.

Each ship has six sides and each one of these sides have their own attributes, like shields and armor. If a ship takes some serious damage to one side of the ship, they must turn the ship to face that side away from the enemy. If they don't they will be exposing a weak side to enemy fire, chancing destruction. You do not have to destroy all shields and armor on a ship to destroy it, but all on one side.

Each weapon is located on a side and has a defined firing arc. To fire on a ship, it must be in the firing arc of one of the weapons. This means you have to turn the ship to fire at the enemy. Another way to introduce maneuver into the game.

Since I knew that each ship would be made up of different systems that the players had to keep track of, I knew that I would need a ship control sheet for bookkeeping. One thing that I did not like about most other space combat games is that their ship control sheets were designed for each ship. If you actually created your own ship, you had to draw up your own control sheet. I made sure that my control sheet

would be generic. It also fits in well with the unit design built into the game.

Most turn sequences of wargames are the traditional Player 1 move, fire & Player 2 move, fire. This sequence can make the game predictable in figuring out your tactics and guessing when to do something. I added the Initiative Roll to break up this predictability and add the "fog of war." See Steve Jackson's book on game design for a full analysis of turn sequences and how they affect combat.

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[Publisher's Postscript: With the inclusion of Tim's game in this issue, Vindicator will now inaugurate its own tradition first started by such venerable gaming magazines as The Space Gamer and The General. I am referring to the practice of house organs continuing to support games published by their parent companies. Though I, being just one person, can't quite call myself a company, I still hope that this journal can become a soapbox for those subscribers and other readers who want to comment about any of the games I'll be publishing.

So here's your chance, folks. If after playing Stellar Wars you have this great idea for an article or letter-to-the-editor about it, send it in and get yourself published. Maybe you might develop some ideas for some new scenarios, or new ship designs, or variant rules, or more weapons with different features, or new types of defensive capabilities, or a method to combine this game with your favorite science fiction world, role playing game or other board game or miniatures rules system. Whatever you decide to write about, polish it up and send it to me to share with your fellow gamers in the pages of Vindicator.

True, this journal was originally billed as a publication to support old, out-of-print science fiction games, but I also intended to use it to showcase new talent. That means piblishing new games that I hope to find the time to design some day (and I have almost two dozen ideas that I want to develop into full games) as well as those of other designers.

The publication of Stellar Wars is also a direct response to a comment posted to the Internet soon after I published the first issue of Vindicator. A concern was expressed whether I would be able to get a large enough subscriber base (to make the journal profitable or at least break even) if I only focused on supporting out-of-print games. Maybe, the writer suggested, I might be able to get more customers if I started to publish new small games.

Unknowingly, this critic had laid down a gauntlet which I then picked up a few months later with the publication of Stellar Wars. Something tells me that, even though I've finally included a game with the journal, this person will undoubtedly find another excuse to keep from subscribing. Nonetheless, I intend to continue publishing small games (at least two a year) and Stellar Wars is the first. I hope that you enjoy playing Tim Swenson's game and will enthusiastically support it with articles in future issues.]

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The first issue of Vindicator was favorably reviewed in issue #11 (page 7) of Competitive Edge (formerly GameFix), now published by One Small Step, 9416 Mira Del Rio, Sacramento, CA 95827. With a twelve issue, $49.50 subscription, CE regularly delivers up-to-date hobby news, new scenarios for GPG/OSS games and a small game in each issue that, at a $4.12 per game/issue price, compares quite well with the old Microgames. They are also publishing other games, such as Fox One, a modern jet combat card game. Back issues are available too.

Gateway to the Stars Review
by Christopher Weuve

Gateway to the Stars is a strategic level board game of stellar exploration and conquest. It is easily playable in an evening, and includes both military and economic scenarios for one, two, four, five, six or seven players. The game was designed by Mark A. Snowden for Twentieth Century Renaissance Games and published by MAS Projects, P.O. Box 2741, Anaheim, California 92814. Retail price is around $27.00. The game consists of a mapboard, counters representing colonies and ships, a pad of Turn Record Sheets for tracking income and expenditures, and decks of Power, Survey and Special Result cards.

Each player represents an expanding stellar power, new to the region of space represented on the board. As players explore stellar systems, create colonies, exploit resources, accrue credits and advance their technology base, they occasionally run into the other players of the game and fight battles for colonies and resources. Victory points are awarded for total number of colonies, technological and other advances, and for various odds and ends.

Starting position is determined randomly. Play then continues through a number of phases:

Power Order: The Power cards are drawn randomly to determine turn order during the Movement/Combat/Discovery and Survey phases. Players can try to change this order through a bidding process.

Economics: Players simultaneously determine income from colonies and trade missions to independent (friendly) colonies, build any of several types of ships ranging from scouts and survey vessels to starbases, negotiate with each other, and trade Survey cards. Ships must be built at starbases; starbases are limited by the rules and the counter mix to four per side, except in the long Two-Player scenario. A starbase may be built in any system containing a colony.

Movement/Combat/Discovery: Each player in turn moves his ships, making a navigation roll when entering new systems--ships failing the roll are eliminated, except scouts, which automatically succeed in navigation attempts. If opposing forces are present, simultaneous combat may then take place. If a player has any ships left after combat, they may conduct a superficial exploration of the system called Discovery, locating existing independent colonies (friendly and unfriendly), and determining the general habitability of the system.

Survey: Players may then survey any system in which a unit is present. Sometimes the immediate results of a survey are benign, such as a one-time bonus, an initiative modifier or "no unusual results." Other survey results may involve a die roll (modified if a Survey ship is present) versus some menace, such as Venus Mantraps, "which lure lonely space travelers by attractive mimicry!" Depending on the results of the survey, players may be awarded special victory points or need to draw a second Survey card or a Special Result card.

Survey cards also represent the material or academic results of survey missions and are used to fill each player's Advance Table. The Advance Table has spots for seventeen cards in five series: Resources, Exploration, Sciences, Development and Thought. Each complete series is worth a number of victory points, in addition to immediate benefits such as initiative modifiers and extra income. The Venus Mantrap card, for example, fills the Life Sciences spot of the Sciences series, which is worth five victory points if completed at the end of the game. Sciences also makes colonization easier in some situa-

tions.

Colonization: Colonies are then created by converting colonies captured in combat or by colony ships moved to eligible systems—the number of colony ships is determined by the base habitability of the system (determined in the Discovery phase) and the number of colonies already present.

This may seem like a lot to keep track of, at least for those of us who haven't played *Campaign for North Africa* recently. It is not that bad, however; a very useful record sheet is included, and the rulebook is well written, organized and complete. The rules covered almost every situation that arose in several playings of the game. On the basis of the copyright dates of the various components, this appears to be the recently revised second edition of a game originally released in 1981, and the rules are suitably mature. The rulebook has the added feature of a side-by-side summary of the important rules in large type on the odd-numbered pages, with the detailed explanations of the rules on the even-numbered pages.

Conceptually, this game bears a strong resemblance to the Metagaming/Avalon Hill classic of the genre, *Stellar Conquest*, originally released in the early 1970s. It has important advantages over *Stellar Conquest*, however, in the way that it handles geography, exploration, economics and colonization, and combat, and in the wealth of scenarios it presents.

The first important advantage is that the space represented in *Gateway* even has geography. In *Stellar Conquest*, once a player has achieved Unlimited Ship Range, one piece of space looks like another—since encounters can only take place at star systems, the location of stars on the board solely affects travel time. Enemy systems can be easily bypassed with impunity. Combat is therefore limited to a relatively small number of hexes, which I always

thought was a waste of a perfectly good hexboard.

In *Gateway*, on the other hand, travel is along hyperspace jumps along predefined routes, such as in GDW's *Imperium* and *Fifth Frontier War*. Like any transportation network, some systems become important nodes through which most travel must flow. This makes some systems important defensive boundaries—or targets, depending on your point of view. Not all jump routes are created equal—some are more difficult to travel along than others, requiring a die roll to see if the ship survives the journey. This adds some interesting variables to defense planning: Does your opponent have the guts to attack along that axis, risking the emasculation of his fleet before it even sees combat, or did he purchase the technology allowing him to reduce (if not e-liminate) the risk of that avenue of attack? What happens if I attack along that route and am then forced to retreat? A player never can be sure if his fleet is about to emulate Hannibal's army or the Spanish Armada.

The second advantage of *Gateway* over *Stellar Conquest* is the variety of the exploration results. *Stellar Conquest* exploration is fairly mundane: A ship enters a system. If not a warship, it rolls to see if some unknown menace destroys it. If not destroyed, it determines the habitability (in terms of maximum supportable population) and the mineral wealth of the system. *Gateway*, however, both expands that process into the two parts (the Discovery and Survey phases) and increases the variety of the possible results. Uninteresting systems need not be surveyed, reducing the chance of losing the survey force—or of gaining a rare prize. This variety in both results and methods makes exploration much more interesting.

The way economics and colonization are handled is the third major advantage of *Gateway* over *Stellar Conquest*, and this is

where I think the design of the game really shines. Where *Stellar Conquest* focuses on population itself, *Gateway* focuses on the economic effort required to create new colonies. *Gateway* abstracts population into the habitability rating for the system and the current number of Total Colony Forces (hereafter TFs) already present. A player builds Colony Expeditions (identical in concept to a Colony Transport in *Stellar Conquest*), which are converted into TFs during the Colonization phase. The number of Colony Expeditions required to create a TF is equal to the habitability of the system (which ranges from 1 to 6) and the number of TFs already there. A system with habitability 2 and four TFs present, for example, requires a total of six new Colony Expeditions to create the fifth TF, yet that fifth TF produces the same number of credits per turn as the first. This does a good job of simulating the diminishing marginal utility of adding more colonies to a system.

Another important difference is the way *Gateway* handles combat. *Stellar Conquest* simply mandates that all fire is simultaneous, and resolves it with a single die roll based on a chart listing both the attacking and defending ship. The target is either destroyed or missed. In *Gateway*, a player with the initiative may elect to either retreat or attack. If he attacks, the results of his attacks are applied immediately to his opponent, who then has the opportunity to return fire. If neither player gains the initiative, then neither player may retreat and fire is simultaneous. A player rolls a die to hit for each undamaged unit step in combat, with each hit causing a step's worth of damage.

The designer appears to have taken modern missile navies as his model—relatively lightly armed ships are able to at least sting bigger ships before being destroyed. *Stellar Conquest*, on the other hand, uses the big-gun bat-tleship model, where some ships are so overmatched in terms of gunnery range that they die before getting close enough to shoot. I personally like the option of going down swinging.

Finally, unlike *Stellar Conquest*, *Gateway* includes more than one scenario. There are three solitaire scenarios, three for two players, two each for four, five and six players, and one for seven players. The scenarios differ in terms of emphasis, with some balancing economics and military considerations, and others being purely military. Overall, the game also plays much faster than *Stellar Conquest*. A standard *Stellar Conquest* game lasts fourty-four turns, with a production phase after every fourth turn. Most *Gateway* scenarios last nine turns, with a production phase each turn. As a result, players spend more time doing things and less time waiting for their ships to trudge across the map. The optional Society Types rules, which modify the way each player counts victory points, give added flavor to the various scenarios.

As you have already figured out, I like this game. This does not mean, however, that it does not have its problems. First, the physical components are not particularly durable: the cards, board, box and counters are made of flimsy cardstock; multi-step units are not backprinted; and the smallish map comes in two pieces (which, fortunately or unfortunately, are not thick enough to warp). The map has multiple other problems as well; the colors and type sizes used are often difficult to read; systems are numbered in a haphazard way, making setup difficult; and difficult jump routes have a notional distance printed next to them, which the player must then cross index against a chart in the book to determine the die roll he must achieve for safe passage. Printing the die roll itself on the map would have been a better use of

ink.

Second, there are many things that seem superfluous or silly. There is no three person scenario. The Special Result cards are in all ways (except color) identical to Survey cards and are not needed as a second group. The Survey cards themselves seemed to be based on episodes of Lost in Space, and suffer from "exclamation point" syndrome: every card has an exclamation point at the end of the description. (See the Venus Mantrap example above.) The Exploration Advance series contains two slots, "Adventure" and "Spectacle" -- do these really sound like advances? Total Colony Forces are abbreviated TF, guaranteeing confusion for anyone who has ever played a game with task force counters.

Perhaps the worst, most useless part of the entire game is the stargate. Stargates are the way that ships get from point A to point B. They are created for free as part of the survey phase, but you can't determine where the stargate leads, you can't destroy them, and you can't elect not to create them if you want to survey the system. Since players will almost always survey (because that is the only way to get Survey cards), in the end their only function is to soak up counters that could have been used for more ships.

Finally, there is what may be *Gateway*'s greatest flaw, at least in comparison to *Stellar Conquest*: the complete lack of research and development. In *Stellar Conquest*, players may conduct research into a variety of fields, over multiple turns. Deciding when and what to research is of major importance: Should I get four-hex speed now and turn some some three-turn trips into two-turn trips, or should I invest in industrial technology to allow factories that will increase my income? In *Gateway*, however, technology isn't pursued, it just sort of happens to you, in the form of Survey cards. Thus,

there is no real way to conduct a research project aimed at achieving a specific technological goal, and the number of possible goals is greatly reduced.

Overall, I would have to give *Gateway to the Stars* high marks. If you like *Stellar Conquest* but are looking for a change of pace, you will at least like the military scenarios. If you don't like *Stellar Conquest*, this game has the advantage of twenty years of additional thinking on the subject, and may have what you are looking for.

[Ed. note - An earlier version of this article appeared in Paper Wars issue #22 and is printed here by permission of Hexessential Publications.]

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The SWA (see below) has been around for twenty years but I only discovered it last year. For those of us who are challenged by a lack of face-to-face opponents with the same game genre interests, the SWA is a necessary link to others in the same situation. Their quarterly journal, the Lone Warrior, features articles on science fiction and historical subjects to enhance your solo gaming experience in board games, miniatures, computer games and PBM.

HeroQuest Variants
by Carl Forhan and Chris Knight

Barbarian (CF):

The Barbarian starts off strong due to his high Body Points and broadsword. However, after several Quests it readily becomes apparent that the other Heroes possess advantages that can outweigh those of the Barbarian, especially once quantities of armor and weapons become available.

Therefore, the Barbarian is awarded one extra die for all attacks with a hand-to-hand weapon (swords, axes, etc.). The starting weapon for the Barbarian is changed to a shortsword, since the bonus die will still allow three attack dice for the novice Hero. This bonus does not apply to any thrown or fired weapon, such as a thrown dagger or crossbow.

Dwarf / Tool Kit (CF):

The Dwarf has a considerable advantage in his disarm traps ability (succeeds five out of six times), while the Tool Kit is expensive yet provides only a three out of six chance of success. To even this out, the Dwarf's ability is lowered to succeed only when a white skull is rolled (three out of six), and the Tool Kit is raised to succeed when anything but a white shield is rolled (four out of six).

Facing (CK):

Heroes and monsters face in the direction that their figure faces.

Heroes and monsters can only perform actions (such as attack, open or search) on objects or spaces which are directly in front of them or to either side. Any objects or spaces in the back 90-degree arc cannot be seen and therefore cannot be acted upon. Therefore, if the front of the Hero is assumed to be facing the top of this page:

Front Arc	Front Arc	Front Arc
Front Arc	Front	Front Arc
Rear Arc	Rear Arc	Rear Arc

Movement backwards takes one extra movement point (two total per space moved) and changing facing takes one movement point per 90-degrees turned.

If a Hero or monster attacks an enemy from within their rear 90-degree arc (consisting of three squares), the attacker receives one extra die on the attack, and the defender may not use a shield in the defense roll. All other attacks are resolved normally.

Immunities (CF):

Some monsters should be allowed to have immunities to certain weapons or attack types. For example, the Shadow Golem from the "Hall of Foes" in Vindicator #3 is immune to nonmagical weapons. Other suggested immunities are: spells, fire-based attacks, cold-based attacks, steel weapons, and so on. Use your imagination, but don't be too harsh on the players' Heroes! Use immunities for select powerful monsters to keep the players on their toes.

Movement (CK):

Opening or closing a door takes one movement point.

Moving through an unfriendly Hero or monster takes one extra movement point. If a Hero moves through a monster-occupied square, the monster gets a free attack. If that attack succeeds in getting a black skull (whether or not it causes damage) the Hero cannot pass through the monster's square and is blocked. The reverse is true for monsters wishing to pass through player-occupied squares; a Hero rolling a white shield will block the monster's movement. At the Zargon player's discretion, a particular passage can be identified as being very cramped, thus forcing Heroes or monsters to spend the extra movement point to pass through even friendly counterparts.

Noise (CK):

If Heroes and monsters are fighting in a room which is adjacent to an occupied room, any non-undead creatures will hear the commotion and open the adjoining door to join the fray. The Zargon player may want to use this rule sparingly, to maintain the suspense for the players.

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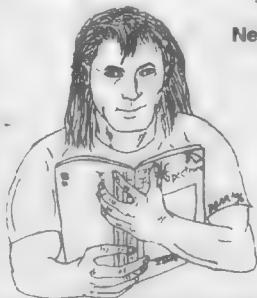
Hitler's War "Crib Sheet"
by Michael Friend

Following in Jim McNulty's footsteps, I present my own play aid for *Hitler's War*. A brief glance will show you that my manner of presentation is different from Jim's, but it should be just as useful. You will also notice that only the rules and sequence of play for the first scenario, "Barbarossa", are included. I haven't had the chance to condense the rules for the more advanced sections of the game yet, but since a thorough understanding of the basic rules is necessary for playing all the scenarios, this material is still important.

Sequence of Play
    I. Axis Player Turn
        A. Axis Movement
        B. Axis Combat
        C. Axis Production
    II. Soviet Player Turn
        A. Soviet Movement
        B. Soviet Combat
        C. Soviet Production

Army Record Sheets – Army strengths determined by Strength Point (SP) counters in boxes on sheets. Industrial Unit (IU) Production – current production is kept track of on sheet.

Movement – SPs and Armies have no MA, can move unlimited distance, as long as they don't go into or thru non-friendly hexes or full-sea hexsides. SPs can be freely transferred between armies on Sheet, or move counters on map, or both. Armies can be created or disbanded freely. All off-map boxes are single hexes for Combat purposes. All IUs in them are conquered when occupied.

    Stacking – 10 SPs max in hex at *end* of player Movement phase. Excess eliminated, owner's choice. Unlimited friendly SPs in hex *during or after* combat. Stacking unlimited in off-map boxes.

    Hex Control – A hex is friendly to player whose army passed thru it last. A hex never occupied by enemy yet is friendly to the side that originally controlled it.

    Garrisons – All unoccupied land & coastal hexes have intrinsic defense of one (1) Garrison SP. Garrison only defends against Advance. After old enemy garrison destroyed, new friendly one automatically forms at end of combat, but not until after army leaves.

Land Combat – All combat is between adjacent units. SPs can't be transferred between armies and armies can't be split up during Combat.

    4 STEP PROCEDURE
    1) Attacker announces all attacks for that turn.
    2) *Initial Defensive Firepower* – Defender counts SPs in defending hex. Roll die & consult FIREPOWER TABLE. Attacker loses SPs, his choice. Max of 10 defending SPs can fire from a single

hex. Defensive fire not mandatory, may fire later at advancing armies. Attacks must be by *all* SPs in hex & can only fire once per Combat phase.

3) *Initial Offensive Firepower* – Surviving attacking SPs counted, die rolled & consult FIREPOWER TABLE. Defender loses SPs, his choice. Each army fires separately & can only fire at one hex (no split attacks) per Combat phase. Not all armies need to fire, & those that don't can fire after advancing.

4) *Initial Advance* – Each attacking army attempts to Advance into hex being attacked. Armies advance one at a time. Attacker counts *Mech* SPs & compares to SPs in defending hex. Roll die & consult ADVANCE TABLE. If die roll is within range cross-referenced on table, army moves into hex, devastating all IUs in hex. Defending armies retreated by owner to adjacent friendly hex. May retreat into friendly occupied hexes but not across full-sea or crossing hexsides. Armies eliminated if unable to retreat.

Continued Advance – Army that successfully advanced into first hex may continue advance into more hexes. Must be done immediately before other armies attempt their initial Advances. Same "*4 Step Procedure*" (above) used, but for additional advances, attacker adds one (1) to die roll on ADVANCE TABLE for each hex that the army has already advanced in that Combat phase. Attacking army may continue advancing until:

1) it fails Advance attempt,

2) another army makes Advance attempt.

An army can't perform Offensive Fire after failing to advance. Add two (2) to all die rolls for Advances attempted into mountain hexes.

Miscellaneous combat notes: Mech SPs can't participate in Offensive Firepower against mountain hexes. / Armies may attack across Crossing hexsides. / Die rolls for attacks are modified on Winter Game Turns. See RUSSIAN WINTERS TABLE.

Supply – Each army and hex must be able to trace a line-of-supply of unlimited length thru friendly hexes to a friendly, undevastated IU. LOS may go thru crossing hexsides but not sea hexsides. A hex without an LOS at end of player's Combat phase becomes friendly to nearest non-neutral undevastated IU to which it can trace supply & armies in out-of-supply hex eliminated. Army out of supply at beginning of player's turn may not move, do Offensive Fire or Advance.

Production – Players get production from undevastated IUs in controlled hexes. Production done by player, rather than by country. Unallocated production can't be saved.

Each SP type costs different IUs as shown on UNIT COSTS CHART. SPs placed on map as soon as IUs allocated to them. Can be assigned to existing armies or new armies can be made for them. SPs are placed in friendly hexes with undevastated IUs. An SP must be produced in a single turn.

IUs in enemy hex are devastated by friendly armies. It takes three (3) undevastated IUs to rebuild one (1) devastated IU in a friendly (including conquered) hex. Rebuilt IUs can't be used for production or placement of newly built SPs the turn they're rebuilt. They can be used normally next turn.

Endurance – A Fourth Character Attribute for *The Fantasy Trip*
by Michael Friend

Of the many different aspects of *The Fantasy Trip* that I like, one of my favorites is the minimal number of attributes required of a character. In a field in which most RPGs required player characters to have anywhere from six, seven, nine or even eleven different numerical attributes, *TFT* dared to be different by creating characters needing only three basic attributes: Strength (ST), Dexterity (DX) and Intelligence (IQ). The beauty of this system is revealed when it is realized that these fundamental attributes are already standard in most other RPGs, sometimes masquerading under similar names like physique, constitution, agility, intellect and mentality. The attributes that were rejected are the so-called "personality" attributes like willpower, charisma, leadership, social level, empathy, intuition, bravery, attitude, education and logic, to name a few. These characteristics, rather than being reduced to numerical values, should instead be developed by the players over time during a campaign. Allowing the players to monitor only three attributes frees them to concentrate on real role playing instead of constant number crunching.

I don't remember exactly when, but at one point I began to realize that maybe a fourth attribute could be added to the *TFT* system without including any extra complexity. While the functions of Dexterity and Intelligence fairly well conformed to their dictionary definitions within the context of the game system, Strength seemed to be doing double duty.

According to the *TFT* rulebook Strength has four main functions:

"(1) how many hits a fighter can take. "Hits" represent injury. The hits a figure takes in combat are subtracted from its ST.

"(2) how many spells a wizard can cast. Each spell has a ST cost. This is the number of ST points a wizard expends casting a spell. This is a fatigue loss to the wizard.

"(3) how much weight a figure can carry.

"(4) how resistant to poisons the figure is, how easily it can resist being knocked down, grabbed, or otherwise physically mistreated, and how heavy a weapon it may use in combat."

The general dictionary definition of "strength" is the measure of the physical force that a person can exert by using their muscles to lift, carry, throw, drag and push objects. Several of the *TFT* Strength functions refer to a character's ability to take fatigue and bodily injury and obviously do not fall strictly within the dictionary definition. It is my belief that these extra functions would more properly fall under the purview of another attribute, such as endurance, stamina or fatigue. I propose splitting the functions of ST, as listed above, between two attributes, regular ST and EN for Endurance.

ST now governs:

(1) how much weight a figure can carry.

(2) how easily it can resist being knocked down, grabbed, or otherwise physically mistreated, and how heavy a weapon it may use in combat.

EN will govern:

(1) how many hits a fighter can take. "Hits" represent injury. The hits a figure takes in combat are subtracted from its EN.

(2) how resistant to poisons and disease the figure is.

(3) How many spells a wizard can cast. Each spell has an EN cost. This is the number of EN points a wizard expends casting a spell. This is a fatigue loss to the wizard.

With this division of functions ST now controls purely physical force characteristics while EN controls injury and fatigue.

ADDING ENDURANCE TO CHARACTERS

EN can be added very easily to both existing characters and new characters. New characters are created in the normal manner for *TFT* and EN is added afterward. EN is calculated according to the ST of the character and its race. Some of the more common humanoid races are assigned EN according to the following schedule:

Humans & Orcs		Elves	Haflings	Dwarves
ST	EN	EN	EN	EN
4 =			- 8	
5 =			- 9	
6 =		- 8	- 10	
7 =		- 9	- 11	
8 =	12	- 10	- 12	
9 =	13	- 11	- 13	
10 =	14	- 12	- 14	- 15
11 =	15	- 13	- 15	- 16
12 =	17	- 14	- 16	- 17
13 =	18	- 16	- 17	- 18
14 =	19	- 17	- 18	- 19
15 =	20	- 18	- 19	- 20
16 =	21	- 19	- 20	- 21
17 =	22	- 20	- 22	- 22
18 =	24	- 21	- 23	- 23
19 =	25	- 22	- 24	- 25
20 =	26	- 23	- 25	- 26
21 =	27	- 24	- 26	- 27
22 =	28	- 25	- 27	- 28
23 =	29	- 27	- 28	- 29
24 =	31	- 28	- 29	- 30
25 =	32	- 29	- 30	- 32
26 =	33	- 30	- 31	- 33
27 =	34	- 31	- 32	- 34
28 =	35	- 32	- 33	- 35
29 =	36	- 33	- 34	- 36
30 =	37	- 34	- 35	- 37

Notice that EN is higher that ST in all cases for all races, except that some races start with a higher EN than others and gain it faster as ST is increased. EN now represents the ability of a character to take a greater shock to its system in both bodily injury and fatigue, while ST is exclusively used to represent the character's ability to carry weight, handle weapons and perform other feats requiring brute physical strength.

In the regular *TFT* system accumulated experience points are traded in to increase ST, DX and IQ. In my new system EN cannot be bought with experience points. Instead, the only way to increase EN is by first increasing ST. As ST is raised EN is automatically raised according to the schedule.

PHYSICAL DAMAGE

The primary function of EN is to absorb damage inflicted on the character by weapon and magic attacks and poison. Any damage done to a character who has been successfully hit by an enemy's weapon or magic spell is applied to that character's EN. Simply make the damage roll and subtract the appropriate EN points.

When a character is hit while wearing armor and using a shield, these items absorb the appropriate number of hits for their type as they normally do. Any excess hits are then applied to the victim's EN. A character protected by the Stone Flesh and Iron Flesh spells is treated the same as if it were using armor or a shield. Excess hits not deflected by the Stone or Iron Flesh are sustained by the character's EN.

Damage inflicted by fire, explosion and any other type of injury outside of combat is also applied against EN. If the damage is very severe then ST can also be affected and reduced as well. If the optional Crippling Hits rule is being used then the appropriate limb becomes damaged also.

Poison and disease will always directly affect a character's EN. Armor, shields, Stone Flesh and Iron Flesh cannot protect a character from poison or disease.

Normally any hits applied to a character due to injury will only affect EN, but if the lost EN points accumulate too much then ST can also be affected. If a character has lost at least half of its original EN then its ST will be reduced by one quarter (round down all fractions to the next lowest number for both EN and ST). If the EN is reduced by half again, reduce ST by another quarter. Continue reducing ST in the same incremental manner as EN is lost. If EN is reduced to 1 the character becomes unconscious and falls down. The character dies when its EN becomes 0.

As ST is reduced the character's ability to carry weight, handle weapons and perform physical feats becomes impaired. Any weight in excess over that allowed by its new adjST must be immediately dropped, as it must also do with any weapon it is wielding with a ST requirement higher than its new adjST. If the character continues to carry the weight, use the weapon or perform the labor, its DX is reduced by the number of ST points it has lost and its MA is also reduced by 2. This simulates the fact that as a character sustains injury it becomes fatigued and steadily loses the physical strength necessary to carry the weight, use the tools or perform the labor it normally could do when totally healthy.

Many different circumstances may occur in which a character can lose all its ST and become a total weakling (though this would not happen due to just physical damage) while still retaining some EN. Such situations are created by the referee during the course of the campaign and are so numerous and varied that it would be impossible to list them all.

FATIGUE

The secondary function of EN is to measure the effect of fatigue. Fatigue or exhaustion is applied to a character's EN. Wizards lose EN points to exhaustion as they cast and renew spells, while other characters suffer exhaustion from exerting themselves during hard labor or other physically stressful situations for a long period of time.

A wizard that attempts to cast a spell or renew a continuing spell must subtract the appropriate number of points from his EN instead of his ST. To do this simply convert "ST cost" to "EN cost" on the Spell Tables. A wizard becomes unconscious and can no longer cast or renew spells when his EN drops to 1.

Likewise, when a character is physically exerting itself, its EN is reduced the appropriate amount instead of its ST, according to the type of labor it is performing. Again, simply convert ST loss to EN loss as normally stated in the *TFT* rules.

Just as in physical injury, a character can also lose ST as well as EN, but not as much and not as quickly. When a character's EN has been reduced, due to fatigue, to at least half of its original level, the character's ST is then reduced by 1 point only. When the EN is reduced by half again, another point is subtracted from ST. This can continue until EN is finally reduced to 1 and the character becomes unconscious. A character cannot die from fatigue. It can only be reduced to EN 1.

RECOVERING FROM INJURY

To recover from injury (including that caused by poison and disease) a character may regain its EN in the same manner that a character in regular *TFT* may regain its ST; either through magic, the ministrations of a physicker, proper bed rest or combinations of all three. As EN is raised then ST will also be regained in the same manner as it was lost.

When EN has been raised to half of its original value (with

fractions rounded down) then ST can also be raised by one quarter. As EN goes up half again ST goes up another quarter. The healing process continues until the character's attributes are back up to their original levels. The procedure can be stopped at any time before the character is completely healed so that it may continue the present campaign or be sent out on a new adventure.

If one attribute has finally been raised to its original level (usually EN first) and the second attribute is still short, the remaining attribute can be raised to its normal level by using the same healing method as was used to heal the first attribute. Remember that a character can never be healed to a higher EN and ST than its original levels.

RECOVERING FROM FATIGUE

Wizards that become fatigued by casting and renewing spells and non-magic users that become fatigued by exerting themselves in strenuous physical activity (running, swimming, heavy labor, etc.) can regain lost EN by simply resting for the proscribed period of time mentioned in the *TFT* rule book. If the character also lost ST at the same time during the activity then it may regain that ST in the same manner as it was lost.

When the character regains half its lost EN it also regains 1 ST point. Regaining half again EN points allows it to regain still another ST point. This continues until the character is completely rested or until it is suddenly required to perform physical exertion or cast spells again. A character recovering from fatigue cannot gain more EN or ST points than it originally started with.

It's possible for the character to regain its ST before its EN. At the player's discretion such a character may be sent out adventuring again, even with the lower EN it now possesses.

HAND-TO-HAND COMBAT

The only change made to HTH combat is that, depending on the ST of the opposing characters, any damage done is applied to the EN of the target character. If the contest is allowed to continue long enough, EN will eventually be reduced to the point where ST will also become affected.

CRIPPLING HITS

Though optional, the crippling hits rule is more realistic than simply subtracting EN points (or ST points in the regular system) as hits are sustained. If this rule is used and a crippling hit is rolled, then apply any hits to the character's EN as is normally done and notate which limb is affected by the roll. If the crippling hit roll is a 12 and the target is hit on the head, both the ST and EN are immediately reduced to 1. All other rules still apply.

UNCONSCIOUSNESS AND DEATH

In this new system a character becomes unconscious when its EN is reduced to 1. ST is not affected by unconsciousness. In fact, if a character is reduced to ST 0 it is not dead. Only when the EN is reduced to 0 is the character considered to be dead. An ST of 0 simply means that the character has been so physically weakened by exertion, disease or injury that it no longer has the strength to pick up or carry anything or even get up off the floor. As long as the character has EN points remaining it is still considered to be alive and can be healed. As the character regains consciousness and its EN is slowly healed, physical strength also returns and the ST rises as well.

Metagaming Games Article Index
by Michael Friend

The following is a comprehensive index of all the articles and letters-to-the-editor printed in The Space Gamer and Interplay that deal exclusively with the games and other products that were published by Metagaming.

My reason for doing this is twofold. 1) Since one of the goals of this magazine is to promote the maximum enjoyment of all the Metagaming games, I believe it is important to categorize the past efforts of previous contributors so that they can be referenced by game and subject. 2) A listing such as this will help new writers to keep from repeating what has already been written and allow them to build upon that old material by writing new material.

I've wanted to make a listing like this for many years but until recently I only had a mere handful of TSG back issues to work with. But within the past couple months and with the generous help of one of my subscribers and authors, Mr. Jim McNulty, I have finally been able to acquire an almost complete collection of the Space Gamers and Interplays published by Metagaming. (Now I'm only missing TSG 1). I want to publicly thank Jim for helping me to almost complete my collection and be reunited once again with my old friends. Receiving those old magazines (even though they are just photocopies) is like giving a warm hug and greeting to long lost family members that I'd given up for dead. Rereading those old magazines brought back many fond memories. Thanks again, Jim.

It is necessary for me to make two disclaimers. 1) This index is not meant to encompass every single article and letter ever printed in The Space Gamer and Interplay. I am quite well aware that dozens of articles on other subjects ranging from reviews of games from other companies, to editorials, to science articles, to fiction, to com-plaint letters and more were printed. This index is specifically limited in its subject matter. 2) I am also aware that articles about Metagaming games have been published in other non-Metagaming periodicals over the years. Since I have not and do not subscribe to any of those other publications I cannot include those numerous articles in this index.

For a little over a year after Steve Jackson bought and began to publish TSG he continued to include articles on Metagaming products within its pages. Unfortunately, my TSG collection ends with the first Steve Jackson issue, so, except for an additional photocopied Metagaming article (from an unknown later issue) that I got from another gamer, this index doesn't go any higher than TSG 27 and Interplay 8. If anyone else has later TSGs or other non-Metagaming magazines in their collections, they are more than welcome to write and submit an additional index about those other articles.

The index entries are presented chronologically by game. After each game title heading is the number of articles and letters dealing with that game. Each entry lists first the title, then author, magazine and issue (TSG for The Space Gamer and IP for Interplay), page numbers and a short description of the subject.

An interesting observation is that some games (obviously the more popular ones) had a large number of articles written, while others had very few or maybe just one article. Still other games and products, at least nine, never had any articles or letters written about them at all. They are: *Holy War, Annihilator, Dimension Demons, Death Test, Death Test 2, Helltank, Starleader: Assault!, Helltank Destroyer* and *Tollenkar's Lair.* This proves that there is still room for a lot more articles on Metagaming games. That is incentive enough to inspire me to continue writing and it should be for you too, so get writing!

(1) *"Stellar Conquest* Strategy", (by a staff member), TSG 1, pg ?. The first article on basic *SC* strategy.

(2) letter by Amberse M. Banks & Fred C. Beyer, TSG 2, pg 10. Development of *SC* strategies in beginning players.

(3) *"Stellar Conquest* Update", (by a staff member), TSG 2, pg 16-17. Answers to players questions with comments, variants & suggestions for changing the game to suit the players.

(4) "The Escort Illusion", Edward C. Cooper, TSG 3, pg 5-6. Argument that the Escort may be more cost effective than the Attack.

(5) "Two Views of the Future: *Stellar Conquest* and *Starforce*", Neil Shapiro, TSG 3, pg 7-10. Comparison of the game systems and philosophy undergirding the two games.

(6) letter by Larry H. Hester, TSG 3, pg 12-13. Variant rules for new level 4 technology, PFS Overload and Terraforming.

(7) "ATK Vs. 3 ESC: A Cursory Discourse on Probability", C.G. Mitchell III, TSG 4, pg 5-6. Agreement with the Cooper article in TSG 3 but correcting probability calculations.

(8) "The PFS Ripoff Vs. Super MB", Avery Goodman, TSG 4, pg 12. Ways to limit the use of Planetary Force Screens & introducing the Super Missile Base.

(9) letter by Rick Loomis, TSG 4, pg 16. Points out a misconception on die rolling in the Cooper article in TSG 3.

(10) letter by John Prenis, TSG 4, pg 16. Suggestion for altering the board for three players.

(11) letter by C.G. Mitchell III, TSG 4, pg 16-17. Comments about ambiguities in rules 7.2.2 & 7.2.7 and suggestions for industrial development restrictions on conquered colonies.

(12) "Ship Effectiveness in *Stellar Conquest*", Tom McDermott, TSG 5, pg 11-15. More calculations on ship combat effectiveness plus probability charts.

(13) "Allocation of Bonus Industrial Output Units: Which Way is Best???", Edward Cooper, TSG 5, pg 16-18. Advocates developing your game strategy first before spending bonus IUs.

(14) letter by Frank B. Weir, Jr., TSG 6, pg 4-5. Discusses building certain types of ships & suggestion about solving the PFS problem.

(15) letter by Michael G. Wulk, Jr., TSG 6, pg 5-6. Additional probability charts to add to the Mitchell article in TSG 4.

(16) "*Stellar Conquest*: The Colonization Gambit", Kelly Moorman, TSG 6, pg 22-23. Argues that third player has advantage of gathering more info than other players by 1st production year.

(17) "Variation on a Theme: More Realism", Kelly Moorman, TSG 6, pg 26-27. Variant suggestions for introducing "fog of war" to *SC*.

(18) "Intermediate Rules for *Stellar Conquest*", Elton Fewell, TSG 7, pg 15-19. Extensive variant rules introducing interplanetary ships and expanded technical sequence.

(19) letter by Donald Kaiser, TSG 7, pg 30. Suggestion for altering cost of the SMB in the Goodman article in TSG 4.

(20) letter by Scott Rusch, TSG 7, pg 30. Commenting on the PFS problem.

(21) "Planetary Probabilities in *Stellar Conquest*", Christopher Chyba, TSG 10, pg 10-12. Probabilities for obtaining various types of planets for the different spectral star classes and strategies using those probabilities.

(22) "*Stellar Conquest*: Alien Intelligences", Chet Edwards, TSG 10, pg 13-15. Suggestions and variant rules for introducing alien races.

(23) "*Stellar Conquest* Tournament Games at Warcon III - A Review", Shayne Gad, TSG 10, pg 20-22. List of general strategies used during the con plus description of an actual game.

(24) "*Stellar Conquest* Expanded", Robert C. Kirk, TSG 11, pg 20-22. Playing *SC* on the *Starforce* map plus needed rules changes and more technology.

(25) letter by C. Griffin Mitchell III, TSG 11, pg 47. Comments and mild criticisms about *SC* strategies from articles in TSG 10.

(26) letter by Patrick Brennan, TSG 11, pg 48. Suggestion to use *Ogre* when conducting planetary combat in *SC* by having spaceships carry Ogres.

(27) "The Last About Ship Effectiveness in *Stellar Conquest*", Dennis Rebertus, TSG 12, pg 15. More probabilities in combat with five or less ships of different types attacking.

(28) letter by Ed Beauregard, TSG 12, pg 47. Commenting on "unsportsman-like conduct" condoned in the Gad article in TSG 10.

(29) "When Winning Hurts", Robert C. Kirk, TSG 13, pg 10. Variant rules for victory conditions that include colonies on all planets, IUs and existing ships at the end of the game.

(30) letter by Robert Barger, TSG 13, pg 45. Another suggestion for solving the PFS problem by requiring players to spend even more IUs to energize PFSs that have already been researched and purchased.

(31) letter by Norman S. Howe, TSG 15, pg 31. Last paragraph mentions game scale changes he had to make when playing *SC* on the *Starforce* map, as suggested in the Kirk article in TSG 11.

(32) "*Stellar Conquest* Third Time Around", Howard Thompson, TSG 25, pg 5-6. Rules changes made for the third printing plus rules and guidelines for three-player and tournament games.

(33) "Inimical Ways to Play *Stellar Conquest*", James G. Branaum, TSG 25, pg 7-9. Listing and discussion of the popular *SC* strategies plus charts of various colony building methods.

(34) "Expanding Your Stellar Conquests", Frank B. Weir, Jr., TSG 25, pg 10-11. Discussion of general strategy with comments on gaining IUs, game pacing, building ships and raiding enemy planets, plus a variant game to simulate attempts at colonization in a minimally habitable star cluster.

The Ythri (5)

(1) "*The Ythri*: A Review", Rick Mataka, TSG 5, pg 24-26. A quick review of the game.

(2) "*The Ythri*: An Historical Appraisal", Norman Howe, TSG 6, pg 20-21. Review and ways to change the game to help the Avalon player.

(3) "The Birds, A Game Review of *The Ythri*", Tim Hawkinson, TSG 7, pg 15. Another quick review of the game.

(4) "*The Ythri*: Innovations Applauded", TSG 8, pg 13. Praise for different ways of handling space, atmospheric and ground combat & one slight criticism.

(5) letter by Mike Lazich, TSG 8, pg 31. Criticizing comment in review in TSG 6 and offering quick suggestion on strategy.

Monsters! Monsters! (2)

(1) "Present at the Birth of Monsters: The Evolution of a Game", Ken St. Andre, TSG 8, pg 14-16. Designer's notes, history of development and philosophy behind the game.

(2) "Meeting Teela Brown", Robert C. Kirk, <u>TSG</u> 13, pg 21. Introduces a female character from Larry Niven's <u>Ringworld</u> with an infinite luck attribute.

Godsfire (5)

(1) "*Godsfire*, A Prehistory", Lynn Willis, <u>TSG</u> 11, pg 3-6. Designer's notes and background of the game.
(2) "Producing *Godsfire*", Steve Jackson, <u>TSG</u> 11, pg 7-9. Development, playtesting and preparing the game for printing.
(3) "*Godsfire*, A Partial Session", Robert R. Taylor, <u>TSG</u> 11, pg 10-12. Turn-by-turn explanation of an actual game session.
(4) letter by Norman S. Howe, <u>TSG</u> 11, pg 46. Complaining about physical components and technological premise of the game.
(5) "Playing With Fire", Edward C. Cooper, <u>TSG</u> 12, pg 8-10. Grand strategy when invoking the Cluster-Buster rule.

Ogre (20)

(1) "Notes on the *Ogre*", Steve Jackson, <u>TSG</u> 9, pg 4-8. Designer's notes and background of the game.
(2) "Continental Siege Aircraft", Greg Costikyan, <u>TSG</u> 11, pg 23-27. Variant rules for adding fighters, bombers and anti-aircraft units.
(3) "*Ogre*, A Review", Robert C. Kirk, <u>TSG</u> 11, pg 40-41. Quick review of the game plus a few suggestions on strategy.
(4) letter by Vernon Thorp, <u>TSG</u> 11, pg 48. Variant rules for mines, exploding Ogre power plants and simultaneous movement and combat for Ogre vs. Ogre games.
(5) letter by Tracy Harms, <u>TSG</u> 11, pg 48. Comments on the "uselessness" of heavy tanks.
(6) letter by Patrick Brennan, <u>TSG</u> 11, pg 48. Suggestion to use *Ogre* when conducting planetary combat in *SC* by having spaceships carry Ogres.
(7) "Iron Mountain", J. Richard Jarvinen, <u>TSG</u> 12, pg 16-22. An *Ogre* scenario including special map, new counters and variant rules.
(8) "Ogres & The "Fuzzy Wuzzy Fallacy"", Lawrence Duffield, <u>TSG</u> 12, pg 23-24. Using the all-GEV defense force plus variant rules for regaining play balance.
(9) "Another @**$%&?!! *Ogre* Article", Steve Jackson, <u>TSG</u> 12, pg 25-28. Report on comments from players, rules revisions and specs for the other Ogres.
(10) "*Ogre*, A Review", William A. Peterson, <u>TSG</u> 12, pg 42-43. An examination and criticism of the game using fidelity of simulation, playability, physical quality, graphics, bookkeeping, rules clarity, game speed and game balance as criteria.
(11) letter by Robert C. Kirk, <u>TSG</u> 12, pg 47. Typographical correction for his *Ogre* review in <u>TSG</u> 11.
(12) "BPC Subs", Martin Halbert, <u>TSG</u> 13, pg 14-15. Introduces submarines and sea-going GEVs to the world of *Ogre*.
(13) "*Ogre* Meets *Starship Troopers*", Mike Lazich, <u>TSG</u> 13, pg 22-24. Variant rules for integrating the two games.
(14) "Modifications in *Ogre*", Brian McCue, <u>TSG</u> 14, pg 23. Method to play solitaire *Ogre*.
(15) "*Ogre* Update", Steve Jackson, <u>TSG</u> 15, pg 19. New rules and other changes made to the game for the 2nd edition of *Ogre*.

(16) "Encounters of an Unlikely Kind", Mike Crane, TSG 17, pg 13. Rules variants for combining *Ogre* with *Rivets*.

(17) letter by John Howard Oxley, TSG 17, pg 29. Variant rules for multi-player games of *Ogre/GEV* featuring special mission cards that each player secretly draws and attempts to carry out.

(18) "Playing the Odds at *Ogre & GEV*", Roland Parenteau, TSG 21, pg 10-11. Analysis of attack probabilities at different odds ratios.

(19) "The Four Howitzer Defense on *Ogre*", Chester Hendrix, TSG 24, pg 19-20. Excellent method for using the much maligned howitzer plus tactics the ogre can use against such a defense.

(20) "Game Master", Steve Jackson, TSG 27, pg 29. Answers to questions about *Ogre* and *GEV*.

Chitin: I (7)

(1) "*Chitin: I* The Harvest Wars", Howard Thompson, TSG 11, pg 13-19. Designer's notes, story line and game premise.

(2) "Back to Basics", Edward C. Cooper, TSG 13, pg 6-9. Analysis of Hymenopteran combat strategy.

(3) "*Chitin: I*, A Review", David James Ritchie, TSG 13, pg 40-41. Review and analysis of game mechanics.

(4) letter by Martin J. Joyce, TSG 13, pg 48. Suggests adding clarifying rules on retreating and attacking while out of command control.

(5) "Designer's Notebook", Howard Thompson, TSG 14, pg 29-30, 37. Variant rules for using Hymenopterans in FRP campaigns.

(6) "*Chitin: I* Another Look", David Norwood, TSG 17, pg 11-12. General strategy notes with emphasis on protecting Basics from Plunges and determining the initial forces.

(7) "The Arch-Reaper", Larry Blincoe, TSG 24, pg 15-16. Variant rules for introducing a new breed of Hymenopteran, a warrior bred with the ability to hurl spikes from its tail in ranged combat.

Melee (26)

(1) "Designer's Notebook", Steve Jackson, TSG 12, pg 2-4. Pre-publication explanation of game mechanics of *Melee*.

(2) "*Melee*: New Weapons", Steve Jackson, TSG 13, pg 16-20. Adds six new weapons, two new combat rules (dagger marksmanship and shield rush) and a new creature (octopus) to the system.

(3) "Hit Probabilities in *Melee*", Tracy Harms, TSG 13, pg 25. Table giving strike probabilities for different adjusted dexterities.

(4) "Orcs and Their Weapons", Paul C. Wagner, TSG 15, pg 20-21. Special weapons and armor used only by orcs.

(5) "Classics Simulated", Glenn L. Williams, TSG 16, pg 8-11. Introduces heroes and monsters from classic myth and legend.

(6) "Harmonious Fists in *Melee*", David James Ritchie, TSG 16, pg 12-13. Introduces unarmed oriental combat and weapons.

(7) "Demons!", Bruce M. Mickelson, TSG 16, pg 16-17. Introduces special rules and attributes for the Moties from The Mote in God's Eye by Larry Niven & Jerry Pournelle.

(8) "Adjusted Orc Rules", Paul C. Wagner, TSG 17, pg 14. Slight changes to the orc rules in the author's TSG 15 article to make them a little less formidable.

(9) "More Harmony for Fists in *Melee*", Ronald Pehr, TSG 18, pg 17. Suggested modifications to variant rules presented in Ritchie article in TSG 16 plus more oriental weapons.

(10) "Mounted *Melee*", Charles A. Lindley, TSG 18, pg 21-22. Introduces horses with variant rules for horse movement, mounted combat and horseman weaponry.

(11) letter by Paul B. Harrison, TSG 19, pg 29. Further adjustments and modifications to the orc rules by Wagner.

(12) letter by Ben V. Kloepper, TSG 19, pg 29-30. Further suggestions to modify the oriental combat rules of Ritchie and Pehr.

(13) "Reality in *Melee*", Ronald Pehr, TSG 20, pg 23-24. Introduces warriors from ancient history; Old and New Kingdom Egyptians, Assyrians, Persians, Acheans, Greek Hoplites, Peltasts and Macedonians.

(14) "The Deryni", Ronald Pehr, TSG 21, pg 16. Variant rules for introducing the Deryni characters from the Katherine Kurtz novels.

(15) letter by Ronald Pehr, TSG 21, pg 30. Further explanation of his oriental combat rules and answer to Kloepper's letter in TSG 19.

(16) letter by Ben V. Kloepper, TSG 22, pg 12. Still further discussion of oriental combat rules and answer to Pehr's letter in TSG 21.

(17) "Attributes of the Deryni", Neill E. Frizzell, TSG 23, pg 23. More comments on and further refinements of the rules for the Deryni characters introduced by Pehr in his article in TSG 21.

(18) "Vikings in *Melee*", Ronald Pehr, TSG 23, pg 26. Introduces the Vikings, their special attributes and weapons and their Saxon warrior opponents.

(19) "The Valde", Ronald Pehr, TSG 23, pg 27. Variant rules for introducing a race called the Valde, from Ansen Dibell's novel Pursuit of the Screamer.

(20) "Ships & Swords: Naval *Melee*", Glenn L. Williams, TSG 24, pg 11-14. Official variant rules for playing *Melee* and *TFT* at sea, including rules for constructing ships, equipping figures, leadership, movement, combat, three scenarios and ship deck diagrams.

(21) "Again, Harmonious Fists", David James Ritchie, TSG 25, pg 16-18. Further refinement of the rules originally presented in TSG 16 and modified by contributions of other authors since then.

(22) letter by Lawrence Henry Apodaca, TSG 25, pg 28. Comments on and criticisms of past articles about the Deryni and Valde.

(23) "Rerum Novarum", John Steinhouse, TSG 26, pg 40-42. The story of an eighth grader's successful attempt to run a live-action *Melee* game tournament during a school party at a local restaurant.

(24) letter by John Sullivan, TSG 26, pg 54. Criticism of Pehr's article on the Deryni in TSG 21 plus corrections and modifications.

(25) "Adding Muskets to *Melee*", Jim Dickey, TSG 27, pg 23. Official rules addition for using muskets in campaign games of *Melee* and *TFT*.

(26) "Wild West", Fred Askew, IP 2, pg 13-15. Variant rules for introducing western gunfighting to *Melee* and *TFT*.

WarpWar (7)

(1) "*WarpWar*: A Designer's Introduction", Howard Thompson, TSG 13, pg 2-5. Designer's notes, explanation of game mechanics, ship design suggestions and general strategy.

(2) "Eldon Tannish & The War of the Warp", Dana Holm, TSG 14, pg 14-18. Two-player and solitaire scenarios based on the Eldon Tannish story in TSG 5.

(3) "Floating Hulks", Donald Brown, TSG 15, pg 18. Variant rules for handling unexploded warships reduced to their warp generators.

(4) letter by Dana Holm, TSG 15, pg 31. Two corrections to his article in TSG 14.

(5) "Layin' It On The Line", Edward C. Cooper, TSG 16, pg 4-7. In depth analysis of offensive and defensive strategy, combat tactics, ship design and the vital importance of tech levels.

(6) "*Imperium & WarpWar*: Made for Each Other?", William A. Peterson, TSG 19, pg 11-12. Variant rules for combining aspects of the two games; altering *Imperium*'s ship specs and substituting *WarpWar*'s combat system, adding reserve power allocation to *WarpWar* and using different types of technology.

(7) "An Unofficial *WarpWar* Variant", M. R. Camwell (Michael Friend), IP 5, pg 20-23. Variant rules for tactical spaceship 3-D movement and combat, inspired by *Starforce*.

Rivets (4)

(1) "Nuts, Bolts and Washers", Robert R. Taylor, TSG 14, pg 3-7. Designer's notes, storyline premise and development history.

(2) "Encounters of an Unlikely Kind", Mike Crane, TSG 17, pg 13. Variant rules for combining *Ogre* with *Rivets*.

(3) "The Unwritten Rules of *Rivets*", Roland Parenteau, TSG 25, pg 26. Helpful comments for playing within the unique system of the game.

(4) "Operation Boltcutter: Humanizing *Rivets*", Glenn L. Williams, TSG 26, pg 45-47. Variant rules for introducing humans, including rules for infantry (Bopper Fodder), radio jamming, biowar, human reinforcements, solitaire play and the Operation Boltcutter scenario.

Wizard (7)

(1) "*Wizard*: A Designer's Introduction", Steve Jackson, TSG 15, pg 5-8. Designer's notes, general philosophy behind the system, explanation and use of the different classes of spells.

(2) "The Deryni", Ronald Pehr, TSG 21, pg 16. Variant rules for introducing the Deryni characters from the Katherine Kurtz novels.

(3) "Attributes of the Deryni", Neill E. Frizzell, TSG 23, pg 23. More comments on and further refinements of the rules for the Deryni characters introduced by Pehr in his article in TSG 21.

(4) "The Valde", Ronald Pehr, TSG 23, pg 27. Variant rules for introducing a race called the Valde, from Ansen Dibell's novel Pursuit of the Screamer.

(5) letter by Lawrence Henry Apodaca, TSG 25, pg 28. Comments on and criticisms of past articles about the Deryni and Valde.

(6) "Some Variations on *Wizard*", Philip Carpenter, TSG 26, pg 7-8. List of new tongue-in-cheek spells.

(7) letter by Jefferson Kindrick, IP 1, pg 32. In a P.S. to his letter he asks if Iron flesh-Stone belts can be worn over or with armor of any kind. The answer is yes.

Olympica (3)

(1) "*Olympica*: A Designer's Introduction", Lynn Willis, TSG 15, pg 9-11. Designer's notes and development history.

(2) "Scaling a Mountain", Edward C. Cooper, TSG 20, pg 5-9. In depth analysis of both offensive and defensive tactics, common mistakes made and corrections, use of tunnels, example scenario. Also includes on pg 8 a visual terrain key for those confused by the terrain features printed on the first edition map.

(3) letter by Keith Gross, TSG 21, pg 26. Mentions the correct location of the four fixed-placement tunnels. These should be in 1717, 1818, 1010 and 1011.

GEV (8)

(1) "*G.E.V.* A Designer's Introduction", Steve Jackson, TSG 17, pg 5-10. Designer's notes, further expansion of the system begun in *Ogre*, explanation of game mechanics, new units, how units interact, playtesting comments and general strategy notes.

(2) letter by John Howard Oxley, TSG 17, pg 29. Variant rules for multi-player games of *Ogre/GEV* featuring special mission cards that each player secretly draws and attempts to carry out.

(3) "Adding Fear and Loathing to *GEV*", Timothy C. Wiedel, TSG 19, pg 8-10. New variant rules; infantry panic, underwater infantry, heavy missile tank, system for random selection of defending force, attacker victory conditions, attacker board entry, game length and bidding for the attacking force.

(4) "Playing the Odds at *Ogre* & *GEV*", Roland Parenteau, TSG 21, pg 10-11. Analysis of attack probabilities at different odds ratios.

(5) letter by Gregory Wong, TSG 24, pg 30. Comments that some of the scenarios seem to guarantee a victory for the defender plus a suggestion on play balance.

(6) "Defensive Tactics and Strategy in *GEV*", Tim Solis, TSG 26, pg 12-14. Short discussion of unit analysis, tactics in different terrain, several general strategies and defense against the ogre.

(7) letter by Roger Damon, TSG 26, pg 54. Answer to Wong's letter in TSG 24 plus defense of the game and its scenarios.

(8) "Game Master", Steve Jackson, TSG 27, pg 29. Answers to questions about *Ogre* and *GEV*.

Ice War (5)

(1) "*Ice War*: A Designer's Introduction", Keith Gross, TSG 18, pg 5-8. Designer's notes, future history, design philosophy extrapolated from present (1978) military technology.

(2) "More Optional Rules for *Ice War*", Keith Gross, TSG 20, 26-28. Set of variant rules for adding submarines, amphibious commandos, space assault troops, APCs, communications jamming, out of command ESA hidden movement, neutron bombs and re-freezing terrain.

(3) letter by Keith Gross, TSG 21, pg 26. One correction to a typographical error in his article in TSG 20.

(4) "*Ice War* - Unit Analysis & Tactics", Tony Watson, TSG 22, pg 5-9. In depth analysis of all the different units, giving their strengths and weaknesses, plus a detailed discussion of tactics.

(5) "Ice Ogre", Timothy C. & Lynn Wiedel, TSG 23, pg 11-12. Variant rules for adding specially designed ice ogres to *Ice War*.

Reader Services Update

Back in the first issue I mentioned several reader services I wanted to offer. One of them, selling second-hand Metagaming games, was successfully started in issue #2 and since then I've had a couple customers. The other two services, Opponents Wanted and Classifieds for selling games, can be started at any time also, but so far no one has sent me any requests or ads. If you're waiting for me to officially announce the opening of these two services so you can take advantage of them, then consider this announcement to be your official notification.

OPPONENTS WANTED

Several subscribers have mentioned that they either don't live near any other gamers or don't live near any other gamers with the same interest in games. It seems to me that trying to find an opponent to play by surface (regular) mail or even by e-mail would be the next best thing if a face-to-face encounter isn't easily possible to arrange. Any game with the traditional Igo-Hugo sequence of play would be perfect to play by PBM or PBeM. Many of the Microgames would be excellent for this, especially since they are physically small, have a lot less counters and also can be finished in fewer turns than those bigger traditional boxed and magazine games we're all familiar with. I have successfully played *Ice War*, *Olympica*, *Rivets* and *Fire When Ready* by mail, and I also managed to save postage by writing all my moves for three of these games on a postcard using an abbreviated code.

So, if you're dying to play an old favorite and can't get anyone in your local gaming group to participate, or if you're not part of a local group at all, send in those requests for an Opponent Wanted, plus a list of games you want to or are willing to play, and we'll try to make a match. A magazine like this, with all its varied articles, can only go so far to support games. The best way to support them is to play them, and if you can't play them with someone local then do it with someone across the state, across the country or across the world.

CLASSIFIEDS

The same goes for selling your old games. I realize that you may become tired of an old game or your interests may change and you just want to get rid of one or more games. If you want to get rid of some old Metagaming games (and don't want to sell them to me directly) or other science fiction and fantasy board games, just send me a classified ad stating as such and I'll be glad to publish it here. Since this is specifically an SF & F gaming journal I'd like to limit the ads to selling only SF & F games but that shouldn't discourage you from selling other games as well if you're going to prepare a games-for-sale list.

LETTERS-TO-THE-EDITOR

I've received several letters from subscribers praising me for doing such a fine job with Vindicator. I want to thank all of you for those letters and I most assuredly appreciate them, but you'll never see them published here. Metagaming used to publish praise letters in their magazines but I thought they were just a waste of valuable space.

The type of letter I want to publish is one that comments on a game in some way (like Chris Weuve's double-blind variant in the last issue) or comments on a previous article here or elsewhere (like the following letter segment from Mike Wasson). If your comments are too short for an article or if you don't have the time or inclination to write a proper article, write a short letter instead and I'll be glad to publish it. I want to publish solid meat for my readers, not ego boosting praise. 'Nuff said.

LETTERS........

Here's some bits for the Metagaming chronology:

Stellar Conquest, 3rd Metagaming edition: 1979

Stellar Conquest, Avalon Hill edition: 1985

Ogre, Steve Jackson Games reprint: 1982

The Ogre Book, SJG: 1982. Note there was also *Deluxe Ogre*, and *Ogre* figs from Grenadier [and the *Ogre Miniature Rules*, Ed.]

G.E.V., SJG reprint: 1982

Lost opportunities: Number 7, the orbital satellite game, did not become SJG's *Orbit War*, which was designed by Wallace Wang. Number 14, *Coup*, was published as a boxed game by SJG in 1991.

> Mike Wasson
> Los Angeles, CA
> (Fat Messiah Games)

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Metagaming Games For Sale

I've added two new items and sold a handful of other games, so the list is a bit shorter. Though I ordered some more games-for-sale lists from private individuals, Metagaming products were conspicuously absent from those lists. Two subscribers have requested that I look for specific games for them. If anyone else has a special request just notify me and I'll try to oblige if possible.

If you order a game that I've already sold to someone else, I give you three options: 1) I could keep your money and as soon as I get another copy of that game I'll send it to you. 2) I could send you an alternate game if you list it on your order. 3) I could return your money and you could reorder at a later date. Please notate the option you wish to use on your order.

SHIPPING CHARGES: Please add $.50 for every Microgame and $1.00 for every larger game. Make checks payable to me, Michael Friend.

WarpWar 2 copies –

1) 3rd printing, boxed edition, rules have been highlighted in yellow magic marker, counters cut apart, $3.95

2) 3rd printing, boxed edition, missing box, counters cut apart, $2.95

Olympica 3 copies –

1) 1st edition, counters uncut, $2.95

2) 2nd edition, counters uncut, $2.95

3) 2nd edition, counters uncut, $2.95

Holy War 2 copies –

1) counter sheet cut into short strips, no bag, $2.95

2) counters uncut, $2.95

Annihilator/One World 2 copies –

1) counters uncut, errata taped into and handwritten in booklet, $2.95

2) counters cut apart, errata taped into booklet, no bag, $2.95

Hot Spot 2 copies –

1) counters uncut, $2.95

2) counters uncut, no bag, $2.95

The Lords of Underearth counters uncut, couple pages of booklet bent, lower end of box partially crushed, $3.95

Helltank counters uncut, $3.95

Hitler's War 2 copies –

1) counters uncut, marshes around Leningrad and Pripyet marshes hand drawn in by previous owner, $7.95

2) counters cut apart, army record sheets are photocopies, rules highlighted in orange magic marker, rule book cover dirty (was stepped on!), $7.95

The Trojan War counters cut apart, missing two "Stun" and one "Wound" marker, $7.95

Advanced Wizard water damage to lower half of booklet with stain on back cover and internal pages slightly wrinkled, $5.95

Fantasy Masters' Screen $2.95

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LATE BREAKING NEWS! STAND BY FOR AN IMPORTANT AND EXCITING ANNOUNCEMENT!

Chessex, the game distributor, has recently been selling new, mint-condition copies of old Metagaming products! Their supplier, Excalibre Games of Ontario, Canada, has been able to acquire an unknown quantity of twenty-nine different Metagaming products (over half the original Metagaming product line) and is selling these items to the gaming community through Chessex. One of my subscribers, Michael Callahan, informed me of this development, which I then confirmed with a buyer at Chessex. The games that are available are listed in the Spring 1996 12th edition Chessex game catalog under the "Excalibre Games" heading on pages 36 and 37. The only downside to this special offer is that these games are selling for *collector's prices*, which in many cases are twice as high, or higher, than the original retail prices.

Here are the games, along with catalog numbers and prices:

EXC 1101	Melee	$7.95
EXC 1102	Wizard	$7.95
EXC 1103	Advanced Wizard	$7.95
EXC 1111	GrailQuest	$7.95
EXC 1112	Master of the Amulets	$7.95
EXC 1113	Treasure of Unicorn Gold	$7.95
EXC 1114	OrbQuest	$7.95
EXC 1125	Fantasy Trip Codex	$11.95
EXC 1126	Fantasy Masters' Screen	$5.95
EXC 1131	Warrior Lords of Darok	$7.95

EXC 1141	Lords of Underearth	$7.95
EXC 1142	Dragons of Underearth	$11.95
EXC 1151	Rommel's Panzers	$7.95
EXC 1152	Ram Speed	$7.95
EXC 1153	Stalin's Tanks	$7.95
EXC 1154	Fury of the Norsemen	$7.95
EXC 1155	Fire When Ready	$7.95
EXC 1156	The Trojan War	$11.95
EXC 1171	WarpWar	$7.95
EXC 1172	Rivets	$7.95
EXC 1173	Artifact	$7.95
EXC 1174	Dimension Demons	$7.95
EXC 1175	Trailblazer	$7.95
EXC 1176	Starleader: Assault!	$7.95
EXC 1177	Helltank Destroyer	$7.95
EXC 1179	Olympica	$5.95
EXC 1180	Hot Spot	$5.95
EXC 1181	Helltank (no cover sheet)	$4.95
EXC 1185	Stellar Conquest	$24.95

IMPORTANT!!! Please *do not try to order these games directly from Chessex!* They do not accept orders from private individuals, only from retailers. If you want to order any of these games, you will have to do so through your local retail wargame hobby shop, assuming that Chessex is one of their distributors. If you do not have access to a local hobby shop or your local shop does not deal with Chessex, then I can order these games for you through one of my local retailers. For these special orders only I will have to charge you the same price that they charge me. Sorry about that.

I have no idea how long these items will be available, so if there is anything on this list that you want to acquire, I cannot stress too much that you must try to order it/them as soon as you can before the limited supply dries up. This is probably a once-in-a-lifetime opportunity, so take advantage of it while you can.